



Mecklenburg County Park and Recreation

MECKLENBURG COUNTY PARK AND RECREATION ADULT KICKBALL RULES

I. PROGRAM:

Mecklenburg County Park and Recreation Adult Kickball League.

II. ELIGIBILITY:

- A. **RESIDENCE:** There is no specific residence requirement for participation in this league. Anyone living or working in Mecklenburg County or the surrounding counties are eligible to participate.
 - B. **AGE:** Players must be at least eighteen (18) years of age and be able to present a driver's license and or a picture identification for documentation if challenged.
 - C. **PARTICIPATION:** Players may play on only one (1) team within the same (1) league, in the Open Classification (A, B, C, D) format, within the Mecklenburg County Park and Recreation Department. Outside participation will be allowed; however, players and teams must remember their first priority is to the County's program. No regular or make-up games will be re-scheduled because a team or any of its players are involved in play elsewhere.
 - D. **ROSTERS:** The official roster will be held by the Mecklenburg County Park and Recreation Department league director.
 - 1. All players must be listed on a team roster provided by the Park and Recreation department and must be submitted to the department prior to your team's first game.
 - 2. Rosters must be filled out completely (preferably typed). **No nicknames.**
 - 3. A player whose name is listed on two different rosters that are in different classifications, prior to the first game will be considered a VALID player only on the first team roster that is received.
 - 4. A team roster will be limited to (25) players. Including the manager if he/she is a player.
5. ROSTER CHANGES AND/OR ADDITIONS:
- A. Will not be accepted over the phone. Player additions and subtractions must be done at the park.

B. Rosters will be frozen after your third (3) game. Exception being a verifiable medical reason.

Penalty issued for any violation of the above policies or rules will result in forfeiture of game(s).

PENALTY: Players not meeting the eligibility guidelines will receive a one (1) game suspension from league play, from the verified date of infraction. Any coach who knowingly plays an ineligible player will also receive a one (1) year suspension from league play, from the verified date of infraction.

III. PRINCIPLES OF ADULT ATHLETICS

A. It is the aim of Mecklenburg County Park and Recreation to provide organized recreation games and activities, facilities, supervision and leadership to the citizens of Mecklenburg County, in their ideals and interests in the area of leisure time activities and/or its administration.

B. To promote the ideals of good sportsmanship, rejuvenate individual skills/talents and provide the County's residents with the convenience to enjoy the best possible physical advantages and wholesome recreation atmosphere.

IV. DISCIPLINARY ACTIONS:

The following rules and regulations apply to the conduct of spectators, coaches, managers and players while on County property before, during and after scheduled games.

A. Boisterous behavior and unsportsmanlike conduct such as:

1. Unduly yelling and screaming at participants or official(s)
2. Profane language or gestures.
3. Public threat or physical violence; and/or
4. A violation of **ANY** of these standards will constitute partial or permanent programs suspension at the discretion of staff.

B. Any individual ejected during a game, for a non-violent act, will remain suspended for (1) additional game.

C. Any individual ejected from a game for fighting will be subject to at least a (2) game suspension, depending on the severity of the act.

C. Two (2) accumulative suspensions during one (1) season will constitute suspension from play for one year from the date of the infraction.

D. The use of alcoholic beverages at the game site or on the premises is prohibited. Violation may result in a \$50 fine and will result in a one game suspension from league play for the first offense.

E. Any player ejected from the game **MUST LEAVE THE FIELD AND PLAYING AREA IMMEDIATELY** and at the request of the calling umpire can be asked to leave park property for the remainder of the night.

V. DUTIES OF THE COACH OR MANAGER

A. It is the duty of the coach/manager to see that the roster of his/her team is submitted in accordance with the established deadlines of the league director.

B. To see that his/her team warm-ups are a safe distance from all infield spectators. No warmups will be allowed on the infield surface of the assigned playing field.

C. To see that his/her team reports to the field for games unless officially notified of a cancellation, regardless of weather or other factors.

VI. EQUIPMENT

A. All kickballs will be supplied courtesy of Mecklenburg County Park and Recreation.

B. All teams must furnish their own uniforms. **All shirts must be like (or close to it) in color and numbered by your third game. Teams will be allowed up to three players to participate without a number as long as they meet the rest of the uniform requirements. Any number in excess of that will be ineligible to participate.**

C. Tennis shoes or molded rubber spikes must be worn by all players. **(Steel spikes are prohibited)**

VII. PLAYING RULES

Adult Kickball League (1-Pitch) will use modified WAKA Kickball Rules.

GAME PLAY

1. Modified speed-up rule will be in effect:

a. Starting with **TWO STRIKES** and **THREE BALLS**.

b. Each pitcher will be allowed five (5) warm-up pitches prior to the start of **each game**. Warm-up pitches at the start of each inning **WILL NOT BE ALLOWED**. No throwing the ball around the bases or infield after each out. (All balls should be thrown back to the pitcher.)

c. The strike zone will be marked on the field with a line and/or cones. If the pitched ball hits the cones, it will be considered a ball. If the pitched ball is in the strike zone, the ball must be lower than the top of the cone for the pitch to be a strike. If the pitched ball is above the cone, the pitch will be determined a ball. Pitchers will receive one courtesy foul pitch to hit the cones (i.e. – a do over) for each kicker plate appearance. Any subsequent pitch in the same plate appearance that hits the cones will result in a walk.

d. No stealing

2. All league games will have a **sixty (60) minute time limit** for a seven (7) inning game. NO REGULATION GAME INNING will be started after the time limit is reached. **EXTRA INNINGS RULE:** Extra innings will be played until a winner is determined. Play will begin with one (1) out and a runner (the last out from the previous inning) placed on second base.

a. All games will start at their scheduled and designated times.

b. Grace Period: There will be a 10-minute grace period allowed for the **first game of the night only**. For all other games, **GAME TIME IS FORFEIT TIME**.

3. All leagues must begin and end with a minimum of (9) players. In the Co-Rec Division, the automatic out will occur in the (9) ninth position in the line-up (if the female leads off) and in the (10) tenth position in the line up (if the male leads off).

4. Mercy rule: If a team is ahead by 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings they will be declared the winner.

5. Courtesy Runners: Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning.

6. Any player or referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

7. Games will be officiated by at least one official. When available, at least two officials will referee each game: a Head Referee (home plate) and Field Referee. The Head Referee will govern all game play and will call balls and strikes. The Head Referee will also have jurisdiction over bounciness of pitches, unsportsmanlike conduct and any rulings pertaining to game play.

PITCHING, CATCHING AND FIELDING

1. Balls must be pitched by hand. There is no restriction on pitching style. Officials will give one (1) warning if the ball is too bouncy. All subsequent pitching violations will be considered a ball, resulting in the kicker being awarded first base regardless of the outcome of the kick.

2. Proper field position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. A warning will be issued for the first infraction. Each subsequent infraction will result in the kicker being awarded first base regardless of the outcome of the kick.

Proper field position:

- Outfielders cannot cross the encroachment line (or enter infield) until “after” the ball is kicked.
- Infielders cannot cross the encroachment line until “after” the ball is kicked.

- Pitcher can start a maximum 7 feet behind the pitching strip and must have at least one foot on or directly behind the pitching strip when releasing the ball. No part of the pitcher's front foot may cross the pitching strip.
 - Catchers can be positioned anywhere along the backstop provided their starting position is touching the backstop fence. Once the ball is kicked they can release the fence and field the ball.
3. If you walk a guy, the next girl to the plate has the option to either kick or take a walk.

KICKING

1. A legal kick must be made by foot or leg (below the hip level).
2. A kick must take place at or behind home plate within the kicking box. Note the kicker may lineup anywhere outside the kicking box.
3. The ball must cross the plate or be on the plate before it can be kicked. A violation is a deadball strike, resulting in an out.
4. ONLY females are allowed to bunt.

RUNNING & SCORING

1. Runners must stay within the baseline. Any runner outside the baseline is out.
 - Runners can choose their path from one base to the next and may follow a natural running arc;
 - Runners are free to change course to avoid interference with a fielder making a play;
 - When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
2. Fielders may be within the baseline when it is necessary to make a play on the ball, but otherwise must stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play on the ball shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
3. Leading off base, sliding and stealing bases is prohibited. A runner can only advance once the ball is kicked. A runner off base when the ball is kicked is out.
4. Hitting a runner above the shoulders or below the knees is prohibited. (Note: this rule is cancelled if the runner ducks or jumps trying to avoid contact). Any runner hit in an illegal area (above the head and below the knees) shall be considered safe at the base to which they were running toward when being struck by the ball. – if the runner INTENTIONALLY uses the head or neck to block the ball, AND is so called by the referee, the runner is out.
5. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.

STRIKES

1. A strike is an OUT.
 - **STRIKE** = (a.) a pitch that is not kicked and is not called a ball, that enters any part of the strike zone; (b.) an attempted kick missed by the kicker inside or outside of the strike zone

BALLS

1. A ball is a WALK.
 - **BALL** = (a.) any pitch outside the strike zone as judged by the referee where the kick is not attempted; (b.) a pitched ball that does not touch the ground **at least twice or roll before reaching the kicking box**; (c.) a pitched ball that exceeds the height of the cone from the bottom of the ball as it enters the kicking box; (d.) a pitched ball that exceeds the height of the cone from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.

FAIR & FOUL BALLS

* Players will receive one **COURTESY FOUL** per plate appearance. A 2nd **FOUL** ball is an out.

A **FOUL** ball is...

1. a kicked ball first touching the ground in foul territory
2. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory
3. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base
4. a kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base, and touching a fielder or Referee wholly in foul territory
5. a ball put into play with any part of the kicker's body at or above the kicker's hip level
6. a kicked ball touched more than once or stopped in the kicking box by the kicker;
7. a kicked ball first kicked outside of the kicking box
8. a kicked ball first touching a permanent object, such as a batting cage or fence.
9. a kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory.
10. a kicked ball by a male player that comes to a full stop prior to crossing the 1st-3rd diagonal line without first being touched by a defensive player.

A **FAIR** ball is...

1. a kicked ball landing and remaining in fair territory
2. a kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base
3. a kicked ball first touching a player or Referee in fair territory
4. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
5. a kicked ball that touches a runner before touching the ground in foul territory
6. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory
7. a kicked ball by a male player that touches a defender prior to reaching the 1st-3rd diagonal line.

OUTS

An OUT Is...

1. a count of three (3) outs by a team completes the team's half of the inning.
2. any pitch ruled a strike (See Strike Section)
3. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground
4. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base
5. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play
6. a kicker or runner that interferes with the ball
7. a tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball
8. a runner off base when the ball is kicked
9. a runner physically assisted by a team member during play
10. any kicker that does not kick in the proper kicking line up
11. a runner that passes another runner
12. a runner outside of the baseline
13. a runner who misses a base, as called by a Referee upon the conclusion of the play
14. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play
15. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner
16. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use)
17. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 1.07).

BALL IN PLAY

1. Once the defense has the ball in control and retains possession inside the pitching mound (14-foot diameter), the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
 - Interference is when:
 - a. any non-fielder or non-permanent object except a referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end and runners shall proceed to the base to which they were headed.
 - b. any runner on or off base intentionally touches a ball or hinders a fielder. This interference causes the play to end, the runner to be out and any other runners shall return to the base from which they came, unless forced to advance.
 - c. any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a ball or strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out and any runners shall return to the base from which they came.

NOTE: during any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

VIII. Co-Rec 1-Pitch Playing Requirements

Ten players: 5 males and 5 females with the following positioning requirements: two males and two females in both the infield and the outfield, and one male and one female as pitcher and/or catcher on defense. With Extra Players (EP) Twelve Players: 6 male and 6 female plus two (2) EP's kick in the lineup.

IX. PROTESTS

A. Protests can **ONLY** be made concerning:

1. Misinterpretation of a playing rule
2. Illegal substitute or re-entry
3. Ineligible player

B. Protest Process

In the instance of a misinterpretation of a rule, a verbal protest must be made to the umpire in charge at the time the play is being questioned. The umpire must make both managers aware of the reason for the protest. If the protest is determined to be valid, the correction will be made and the game will be resumed from the point of interruption.

In the instance of an illegal substitute or re-entry, a verbal protest must be made to the umpire in charge, while the player is still in the game and before the umpire leaves the field. Both managers will be notified of the protest. If the protest is determined to be valid, the mistake will be corrected and the game will be resumed from the point of interruption.

In the instance of an ineligible player, a verbal protest must be made to the umpire in charge, before the completion of the game. Both managers will be notified of the protest. If the protest is determined to be valid, the offending team will forfeit the ballgame.

***Each team will be granted two denied protests per season. After the second protest denial any subsequent protests must include a \$25 (cash) protest fee.**